IN THE CLAIMS

Please amend claim 1 as follows:

1. (twice amended) A pistol for a video game shooting system used by a player to enable a virtual actor to shoot at at least one virtual target, the system comprising:

a display system which can display an image of the video game shooting system incorporating the at least one virtual target, said image being representative of a viewing field of the virtual actor;

a game processing means having at least one microprocessor which is connectable to said display system to control said image of the video game shooting system on said display system; and

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the pistol, which is connectable to said game processing means, comprises a grip supporting a frame which defines a shooting axis whose projection on the display system defines an impact position of a shot on said display system, said pistol further comprises a means for triggering shots on the at least one virtual target following the shooting axis, said means for triggering shots being activated by the player to send a shooting instruction to said game processing means at an instant chosen by the player, wherein the displacement of said shooting axis relative to the display system and the virtual actor is caused by an orientation of the frame of the pistol relative to said display system due to the player's action,

wherein the pistol further comprises an integrated means to control a movement of the viewing field of the virtual actor, enabling the player to move the virtual actor in the video game shooting system and to shoot in a location and at a moment chosen by the player.